replace pages 36–37 in the Cloud Dungeon with these pages.

The Cloud Dungeon

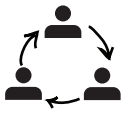
A creative papercraft game night

by ANDHEDREW

by AndHeDrew with Jared Von Hindman

The person with the highest sanity goes first. Play proceeds clockwise.

sanity



Cut out a number of fish 2 times the number of players, and place them face-down on the table, within reach of all players. (select whichever fish you want)

On your turn:

Flip one fish card face-up, if any are still face-down. IF NONE ARE FACE-DOWN, THE GAME ENDS.

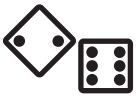
Then pick ONE of the following:

Flip a second fish face-up, if any are still face-down. You MUST attempt to catch only this fish.

OR

Select any face-up fish to attempt to catch.

Do a roll according to the fish you're fighting (strength or smarts, as listed on the fish's card)



success

You caught the fish! Tear up the card and collect the bounty!

failure

The fish is slightly smarter or stronger than you. Leave the fish face-up on the table.

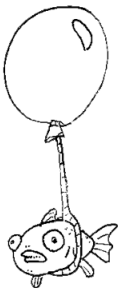
JUST FOR FUN: you may pay one gold to save a fish you've defeated from death, and he will become your devoted pet!

Bounty →

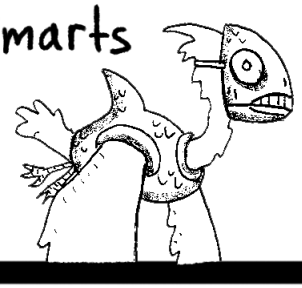
MAKE A ROLL WITH THIS STAT TO ATTEMPT TO CATCH THE FISH. →

$ 1
Strength

$ 1
Strength



$ 1
Smarts



$ 1
Strength

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Smarts

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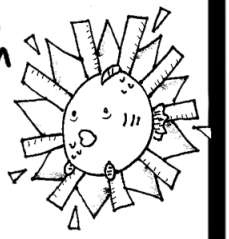
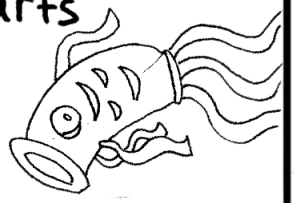
Strength



$ 1
Smarts



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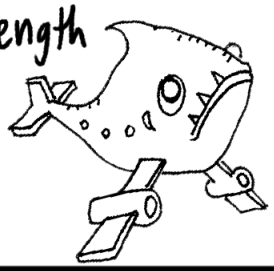
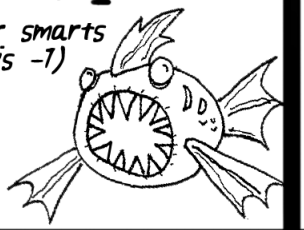
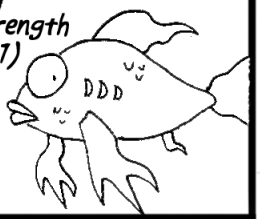
Strength



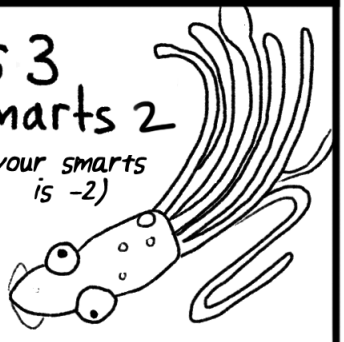
$ 2
Smarts 1
(your smarts is -1)



$ 2
Strength 1
(your strength is -1)



$ 2
Smarts 2
(your smarts is -2)

$ 3
Strength 2
(your strength is -2)

$ 3
Smarts 2
(your smarts is -2)